

ROGUISH ARCHETYPES

At 3rd level, a rogue gains the roguish archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*.

DELINQUENT

Delinquents are the kind of people you don't make eye contact with when you walk down the street. The kids who when you see bunched up in an alley, or crowded around a clerk in a store, you know to just keep on walking. Rogues who travel down this path of expertise are masters in the art of really making their neighborhoods their bitch, and showing those who pushed them down what's what.

WINDOW SHOPPING

Upon reaching 3rd level, you've begun to master the streets like very few others can, and in doing so, have learned a number of techniques to match. You gain the ability to over the course of a short rest, scan a square mile of town or city for the shops and establishments that would hold the most valuables. This activity is considered light activity for the purposes of completing your short rest. Upon completing this short rest, you are aware of any businesses or establishments that have high gold value in goods on display, and if so, you learn what those items are and their individual values.

BREAKING AND ENTERING

Also at 3rd level, you gain proficiency in your improvised weapons. When you hit a creature with a melee attack using a improvised weapon, simple weapon or unarmed strike, you can use your sneak attack feature following the same restrictions as normal. You may now also use your sneak attack when attacking creatures who you are in a grapple with, or are currently surprised.

Additionally, when dealing damage to objects, you always apply your sneak attack damage to the damage rolls. This sneak attack damage does not count against the one iteration you normally apply per turn.

SUCKER PUNCH

Upon reaching 9th level, you have begun to really get the hang of catching people off guard. You know how to take opportunities and strike in such a way to get a one up on your opponent. When you hit a creature with an unarmed strike or improvised weapon and deal sneak attack damage to them, you can attempt to knock them off guard. When you do, they must attempt a Constitution saving throw against a DC equal to half of the damage taken, or be stunned until the beginning of their next turn.

SIDESTEP

Once you've reached 13th level, you're quicker and faster than you were before. More than most seem to reach, at least when it comes to your first instincts. When you use your uncanny dodge feature, against an attack that would have dealt damage equal to or less than twice your rogue level, you instead reduce the damage to 0. When you do this, you may also move up to half of your movement in any direction.

FULL FLEDGED BRAWLER

At 17th level, being in a fight is natural to you, and whenever you start one you're sure to start with a bang. On your first turn in combat after initiative is rolled, so long as you are not surprised, you may take an additional action.

Additionally, whenever you stun a creature with your sucker punch feature, they are instead stunned until the end of their next turn, rather than the beginning.



CREDITS

Content Credit: Desmon Arnold, Desmon#9507 on Discord or u/Mikazel on Reddit
Art Credit: Baseball Bat Girl by Mong Bang, <https://www.artstation.com/mbang>